

FLOWABLE BACKFILL FIELD SECTION 621

621.1 SCOPE. To establish the procedures for inspection and acceptance of flowable backfill materials.

621.2 INSPECTION AND ACCEPTANCE.

- **621.2.1** The individual components to be used in flowable backfill as specified in Specification Sec 621 are to be inspected and accepted in accordance with the applicable sections of this Manual.
- **621.2.2** Approved commercial brand mixtures may be used in lieu of the mixture specified in the Standard Specifications. When approved commercial brand mixtures are used, the components specified to be Standard Specification materials shall be inspected and accepted in accordance with this Manual. That normally includes all aggregates and cementitious materials. Commercial additives as approved for foaming do not require reporting, as that is implied in the commercial brand approval.

621.3 COMMERCIAL BRAND MIXTURES.

- **621.3.1 Brand Name Approval.** To obtain approval of a commercial brand mixture, the manufacturer shall submit to the State Project Operations Engineer Materials a request accompanied with appropriate documents.
- **621.3.1.1** Documentation shall include a product data sheet, material safety data sheet and a certification showing the name of the manufacturer, name of product, specific test data showing compliance with the requirements of the specifications. The material batch proportions per unit volume and 28 day compressive strength shall be shown. Mixtures with a unit weight [mass] less than that of water will not normally be approved unless the project is specifically designed for its use.
- **621.3.1.2** Upon approval of the commercial mixture, the brand will be placed on a list of qualified commercial flowable backfill mixtures. The commercial mixtures are shown in Field Section 621 Table 1 of this Manual.

621.4 SAMPLE RECORD.

621.4.1 The individual components specified to comply with the Standard Specifications are to be reported through SiteManager in accordance with the applicable Manual sections.

